



ELECTRONICS

Programmes

CTRL-Break Disabler

VZ200/300

```
0 *****
1 *DISABLE CTRL-BREAK PROGRAM*
2 * "VZ300/200" BY G.TUNNY*
3 *(C)OPYRIGHT 1988 MAY *
4 *****
5 TM=PEEK(30897)+256*PEEK(30898)-40
10 POKE30897,TM-INT(TM/256)*256:POKE30898,INT(TM/256)
15 TM=TM-1:A=TM-65536
20 FORI=ATOA+34:READD
30 POKEI,D:NEXTI
40 POKE30846,TM-INT(TM/256)*256:POKE30847,INT(TM/256)
50 POKE30845,195
60 REM**REST OF PROGRAM**
70 REM
100 DATA33,253,104,70,203,80,40,02,201,00,33,223,104,70,203
110 DATA80,40,02,201,243,33,44,00,01,00,01,205,92,52,251
120 DATA195,00,00,00,00
```

This small machine code program uses the interrupt to check for the CTRL-break keys. If they are pressed the program counter jumps to the start of ROM and restarts the system. But there are a few basic commands that disable the interrupt, such as DOS commands. It is advised you

save the program before you execute it.

To return the CTRL-break keys back to normal, enter POKE30845,201 and to restart the machine code program, enter POKE30845,195.

G. Tunny
Gorokan
NSW

Screen Dump

```
00010 REM Screen Dump
00020 REM By Ross Gibson
00030 TO CHANGE TO SERIAL PRINTER CHANGE LINE 100 TO OUTL#5 ON
00040 IF YOUR PRINTER DOESN'T NEED A LINE FEED THEN CHANGE THE
00050 LPRINT IN LINE 150 TO LPRINT CHR$(13);
00100 OUTL#1 ON
00110 I=61440:C=16:B=64
00120 D=PEEK(I):IF D>128 THEN LET D=42
00130 LPRINT CHR$(D);
00140 I=I+1
00150 B=B-1:IF B=0 THEN LETB=64:C=C-1:LPRINT
00160 IF C=0 THEN END
00170 GOTO 120
```

This program dumps the contents of the screen to the printer. It is designed to work with a parallel printer but it can be changed by altering line 100 of the program. Note

that all graphic characters are converted into asterisks.

R. Gibson
Yamanto
QLD

Sketch 128

C128

```
10 REM *****
20 REM *** SKETCH 128 ***
30 REM *** J.VELLA JULY 87 ***
40 REM *****
50 SONCLR
60 PRINT " SKETCH 128 INSTRUCTIONS"
70 PRINT:PRINT
80 PRINT"PLUG PADDLES IN JOY PORT 1"
90 PRINT
100 PRINT"PADDLE 1 CONTROLS HORIZONTAL MOVES"
110 PRINT
120 PRINT"PADDLE 2 CONTROLS VERTICAL MOVES"
130 PRINT
140 PRINT"PRESS ANY KEY TO CLEAR SCREEN"
150 GETA$:IFA$=""THEN150
160 GRAPHIC1,1
170 X=POT(1):Y=POT(2)
180 DRAW1,X,Y
190 GETA$:IFA$<">"THEN160
200 GOTO170
```

READY.

There are many graphics peripherals available for the C128, from a joystick, to light pen and the rest. This program allows you to use yet another — the paddles. The program uses two paddles to 'sketch' designs on the screen. One paddle controls

horizontal motion, the other controls vertical motion. It is based on a sketchagraph, and any designs that you can create on that, you can create using SKETCH 128.

J. Vella
Tregear
NSW



8-Ball percentages

```
00100 CLS:POKE257,1:POKE140,1:STR$(400):A=24:DIMN1(A),P(A),W(A),
L(A),P1(A):FORD=1TOA:N1$(D)=":NEXTD
00110 G=PEEK(256):IFG=0:A=9:N1$(1)="C. Bugg":N1$(2)="S. Ford":N1
$(3)="P. Howell":N1$(4)="G. Laming":ELSE130
00120 N1$(5)="K. Martin":N1$(6)="C. Rashleigh":N1$(7)="C. Thomps
on":N1$(8)="J. Wilsdon":N1$(9)="T. Wilsdon"
00130 CURS23,1:UNDERLINE:PRINT"PLAYER PERCENTAGES":NORMAL
00140 CURS5,3:PRINT"PLAYER GAME":CURS19,3:PRINT"3 G3:OU
T#00FF:IFG=0THEN240ELSEFORD=1TOA
00150 M1$="LOADING DATA":GOSUB580:IN#3:OUT#0:OUT#00FF
00160 INPUTH1$:IFH1$(1,5)<>"*****"THEN160
00170 A=INT(VAL(H1$(6))) :INPUTG:OUT#00N:CURS19,3:PRINT"3 G3:OU
T#00FF:IFG=0THEN240ELSEFORD=1TOA
00180 INPUTD1$:IFINT(VAL(D1$(1,5)))=D:D1$=D1$(6)ELSEM1$="LOADI
NG ERROR":GOSUB580:IN#0:OUT#0:PLAY24;0;24:STOP
00190 X=SEARCH(D1$, "1"):N1$(D)=D1$(1,X-1):D1$=D1$(X+2)
00200 X=SEARCH(D1$, "2"):P(D)=INT(VAL(D1$(1,X-1))):D1$=D1$(X+1)
00210 X=SEARCH(D1$, "3"):W(D)=INT(VAL(D1$(1,X-1))):D1$=D1$(X+1)
00220 X=SEARCH(D1$, "4"):L(D)=INT(VAL(D1$(1,X-1))):D1$=D1$(X+1)
00230 P1(D)=VAL(D1$):OUT#00N:GOSUB520:OUT#00FF:NEXTD
00240 IN#0:OUT#0:PLAY24;0;24
00250 G=6+1:FORD=1TOA:M1$=N1$(D):IFD=1:M1$=M1$+" <B>ye"
00260 M1$=M1$+" <W>on <L>ast <CR>(didn't play) game"+STR(G)+" ":
GOSUB580
00270 U1$=KEY:IFU1$<"W"&ANDU1$<"L"&ANDU1$<CHR(13)&ANDU1$<"B"&THE
N270
00280 IFU1$="B"&ANDD=1:NEXT* D 350
00290 IFU1$<CHR(13):P(D)=P(D)+1ELSE310
00300 IFU1$="W":W(D)=W(D)+1ELSELET L(D)=L(D)+1
00310 GOSUB520:NEXTD
00320 CURS19,3:PRINT"3 G3
00330 M1$="SORTING DATA":GOSUB580:S=0:GOSUB640:FORD=1TOA
00340 GOSUB520:NEXTD
00350 IFD=1:CURS15,4:PRINT" BYE"
```